A VIDEO
GAME CARTRIDGE FROM
SPARKER BROTHERS

# TM\*

FOR THE ATARI 2600 AND SEARS VIDEO ARCADE

For 1 player

Ages: 4 to 7

Now a video activity game that's full of lively music, colorful matching, and "berry" fun times! Strawberryland™\* is all mixed up—thanks to the Purple Pieman.™\* Strawberry Shortcake and her friends Blueberry Muffin,™\* Lime Chiffon,™\* and Huckleberry Pie™\* were going to put on a musical talent show. But the Purple Pieman ruined everything. He didn't want anyone to have any fun, so he cast an evil spell on them. Now everyone has a body that's all mixed up—even the Purple Pieman. Can you put everyone back together the way they're supposed to be? When you do, the Strawberryland characters will dance for joy!

# **OBJECT**

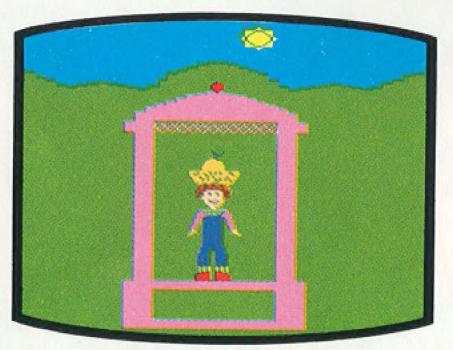
The object of the game is to correctly "put together" as many Strawberryland characters as you can.

# THE STRAWBERRYLAND CHARACTERS

Insert the cartridge into your unit, then move the ON/OFF switch to ON. One at a time, you'll see the five Strawberryland characters that you want to correctly put together. You'll also see each character's name at the base of the gazebo (names not shown in following illustrations).

Strawberry Shortcake



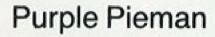


Huckleberry Pie

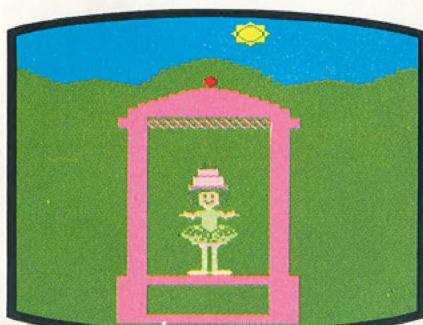
Shook of Punchask



**Blueberry Muffin** 



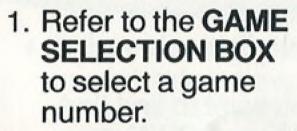


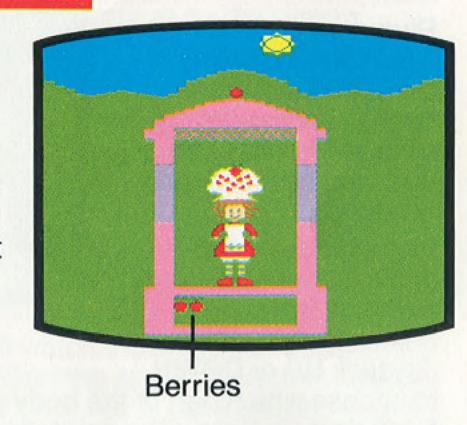


Lime Chiffon

## **SETTING THE CONSOLE CONTROLS**

Press down the GAME
RESET switch at any
time after you turn the
game on. The "One
Berry Game" will
begin. To change game
numbers at any time
during play, here's what
you do:



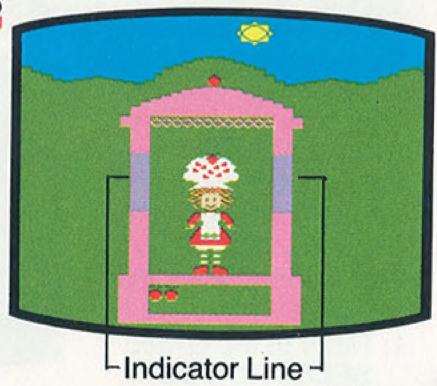


- Press down on the GAME SELECT switch. The game number will be indicated by one or more berries and will appear at the base of the gazebo.
- Press down the GAME RESET switch—and you're ready to start the fun!

### THE JOYSTICK CONTROLLERS

Plug one Joystick controller firmly into the LEFT jack at the back of your video system. This cartridge is played by one player at a time.

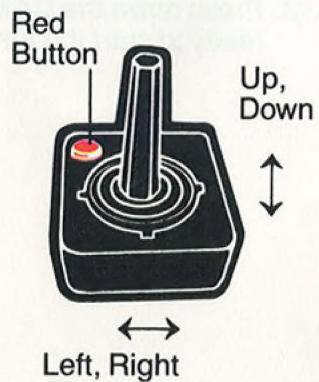
Use the Joystick to choose the head, body, and legs for each character. Move the Joystick UP or DOWN



to choose which part of the body you want to find first. Each time you move the controller **UP** or **DOWN**, a vertical indicator line will move up or down each side of the character. This indicates the part (head, body, or legs) that you'll try to find.

Then move the Joystick LEFT or RIGHT to see each of the choices you have for that particular part of the body.

When you've selected a head, body, and legs that you think are correct, press the red button.



## **PLAYING**

## **One Berry Game**

—A mixed-up character will appear on the screen. Use the Joystick to put together a Strawberryland character that you think is correct. When you've selected a head, body, and legs that you think are correct, press the red button.

• If you're right, you'll see the character's name at the base of the gazebo. You'll also hear the character's talent show tune and see his or her legs dance to the music and dancing end, you'll see another mixed-up character that needs to be correctly put together.



 If you're wrong, you'll hear a mixed-up tune that's made up of a bit of the tune for each character's part you've selected. For example, if you have the Purple Pieman's head with Strawberry Shortcake's body and Lime Chiffon's legs, you'll hear a tune that has a little bit of the Purple Pieman's tune, Strawberry Shortcake's tune, and Lime Chiffon's tune.

You'll also see the character's legs dance to the music, but you won't see a name below the character you've assembled. When the music and dancing end, you'll see the same character for you to correctly put together.



### **Two Berry Game**

- —A mixed-up character will appear on the screen.
- —A character's name will appear at the base of the gazebo.

Use the Joystick to put together the Strawberryland character whose name now appears on the screen. When you think you've correctly put together that character, press the red button.

- If you're right, you'll see the character's name and watch the character dance to his or her tune. Play continues with another mixed-up character and name.
- If you're wrong, you'll watch the character dance to a mixed-up tune. Then the same character will stay on the screen for you to correctly put together. The character's name will disappear, so you must remember the name you just saw.

## **Three Berry Game**

- —A mixed-up character will appear on the screen.
- —A character's name will appear at the base of the gazebo.
- —A sun will appear at the top left side of the screen. This is the "timer."

Use the Joystick to put together the Strawberryland character whose name now appears on the screen—but before the sun timer moves all the way across the sky to the top right side of the screen. When you think you've correctly put together that character, press the red button. The sun timer will stop.

- If you're right, you'll see the character's name and watch the character dance to his or her tune. Play continues with another mixed-up character and name, with the sun timer at the top left side of the screen.
- If you're wrong, you'll watch the character dance to a mixed-up tune. Then the same character will stay on the screen for you to correctly put together in the time left on the sun timer. The character's name will disappear, so you must remember the name you just saw.
- If you don't correctly put together the character before the time's up, the sky will darken and the game will end. The Strawberryland characters will appear—one at a time—on the screen. To play again at the same game, press GAME RESET.

## **Four Berry Game**

- —A mixed-up character will appear on the screen.
- —A character's name will appear at the base of the gazebo.
- —A sun will appear at the top left side of the screen. This is the "timer."

Play this game the same as you did the Three Berry Game. However, the timer in this game is much faster!

### **Five Berry Game**

- -A mixed-up character will appear on the screen.
- —A character's tune will play at the beginning of the game.
- —A sun will appear at the top left side of the screen. This is the "timer."

Use the Joystick to put together the Strawberryland character whose tune you just heard—but before the sun timer moves all the way across the sky to the top right side of the screen. When you think you've correctly put together that character, press the red button.

- If you're right, you'll see the character's name and watch the character dance to his or her tune. Play continues with another mixed-up character and tune, with the sun timer at the top left side of the screen.
- If you're wrong, you'll watch the character dance to the tune you heard at the beginning of the game. But you won't see the correct character's name appear at the base of the gazebo. Then the incorrect character will stay on the screen for you to correctly put together in the time left on the sun timer.
- If you don't correctly put together the character before the time's up, the sky will darken and the game will end. The Strawberryland characters will appear—one at a time—on the screen. To play again at the same game, press GAME RESET.

# **Six Berry Game**

- —A mixed-up character will appear on the screen.
- —A character's tune will play at the beginning of the game.
- —A sun will appear at the top left side of the screen. This is the "timer."

Play this game the same as you did the Five Berry Game. However, the timer in this game is much faster!

Continue playing at the game number you've selected for as long as you'd like. To play at another number, press down the **GAME SELECT** switch and choose the Berry

Game Number you want. Then press down the GAME

**RESET** button to begin.

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